DUKE NUKEM II
VOL 1-4

Distributed in Australia by
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DUKE NUKEM II

HINT SHEET

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VERSIONS OF DUKE NUKEM II

There are two versions of episode one of Duke Nukem II. One is a shareware version, and one is a 'Commercial' one. The shareware version is the one Apogee releases to the public for review, and is the one you're free to pass around to friends. The commercial version is not publicly available.

Episodes two through four of Duke Nukem II only have a commercial version, and therefore may never be passed around freely. These last three episodes can only be sold be Apogee or authorized dealers. All versions are clearly marked.

INSTALLING DUKE NUKEM II

Attempting to install the commercial version of the game on top of the shareware version will cause problems with the proper operation of the game. Please make sure to remove the shareware episode before installing the commercial version.

You must first install each of the four volumes before playing. Place disk one in the appropriate disk drive. Select the drive from the DOS prompt. Type "INSTALL" and press the <ENTER> key. The installation program will prompt for the drive and then for the directory into which the software will be copied. Press <ENTER> to accept the defaults or type the destination of your choice. The installation program for multiple disk sets will prompt for additional disks as needed. After the installation is complete, you can execute the program by entering "NUKEM2". The game will prompt you internally for which episode you wish to play.

If you experience any trouble playing Duke Nukem II, please consult the On-Disk Technical Support file. This may be executed by entering DN2-HELP from your game directory. When you originally installed the game, this file was placed in your game directory. If you have removed it, you can find it on Disk 1 of your original diskette(s) from Apogee.

HOW TO PLAY DUKE NUKEM II

Duke Nukem can be controlled via the keyboard or a joystick. These keys control various aspects of the game.

F1 - Set Game Options F2 - Save Game
F3 - Restore Game P - Pause Game
M - Music Toggle S - Sound Toggle
H - Help Up Arrow & Alt - Fire Up
Down Arrow & Alt - Fire Down

The Fire Down only works if Duke is hanging from a horizontal cable or vine.

_ These keystrokes control how Duke Nukem moves and acts on the screen. These can be redefined by the user in the game.

Ctrl - Jump Alt - Fire Up Arrow - Look up
Down Arrow - Crouch Down Left Arrow - Move Left
Right Arrow - Move Right

_ In some levels of the game, Duke has a ship that he can use to fly around in and cause even higher levels of destruction! To get into the ship, you need just jump on top of it, and Duke will seat himself. To get out, press the jump key, and the ship will land itself directly below where you jumped out of it.

_ Duke has four weapons available for mass butt kicking! See the help inside the game for a graphical representation of what these weapons look like.

» Default Gun -> Least Powerful. Unlimited shots
» Lasers -> Can shoot through anything. 32 shots
» Flamethrower -> Very destructive. 64 shots
» Rocket Launcher -> The most powerful weapon! 32 shots

_ There are many items that Duke will run into while playing the game that will help Duke during his game play. See the help inside the game for what these objects look like.

» Soda Can - Gives one unit of health
» Atom Powerup - Gives one unit of health
» Turkey - Gives one unit of health
» Cooked Turkey - Gives two units of health
» Six Pack of Soda Cans - Gives six units of health
» Access Card - Used to open force fields
» Key - Used to open doors
» Rapid Fire PowerUp - Temporarily gives player rapid fire
» Cloaking Device - Temporarily makes player invincible
» Blowmatic Fanmaster 4 - When activated, it can propel Duke upwards
» Restart Beacon - When activated, Duke will restart level here

_ There are also many objects that Duke can run into that will give him many bonus points! Once again, see the game help for what these objects look like!

» Duke Nukem Danger Shades - 100 points
» Duke Nukem II Computer Game - 500 points
» Duke Nukem Compact Disc - 500 points
» Duke Nukem Video Tape - 500 points
» Duke Nukem II Video Game Tape - 500 points
» Duke Nukem II Boom Box - 1000 points
» Duke Nukem Television - 1500 points
» Duke Nukem II Commando Phone - 2000 points
» Duke Nukem Actioncam - 2500 points
» Duke Nukem Brand Computer - 3000 points
» Duke Nukem autographed Tshirt - 5000 points

DUKE NUKEM II GAME HINTS

_ There is an easy way to determine if a red box has a bomb or a coke can(s) in it. If the red box has a coke can in it, you will walk in front of the box. If it has a bomb in it, you will walk behind the box.

_ Duck when you're being bombarded by eyeball shrapnel.

_ Spiders will jump on you when they see you. If one hits you, you'll lose one point of health. To shake them off, you need to jiggle from left to right really quickly. Don't let them stay on you!

_ If you're at full health, the atom powerup is worth a lot of points. 10,000 of them, to be exact!

_ If you shoot a soda can, and grab it as it flies upwards, you get 2000 BIG points.

_ Collect the letters N-U-K-E-M in order for a special 100,000 point bonus! If you get all the letters, but not in the right order, you still will get a bonus, but it will only be 10,000 points.

_ There are seven ways to get a secret bonus in a level. All of them are worth 100,000 points, and you will collect them at the end of a level.

1 » Destroy all the spy cameras in the level. 2 » Get through the level without taking a health hit. 3 » Finding every weapon on a level. 4 » Getting all the merchandise in a level. 5 » Destroy all the spinning guns in a level. 6 » Destroy all the napalm bombs in a level. 7 » Shooting all the crystal balls, and not touching them in a level.

_ In some levels, there is a hint globe that you can find. If you find it, take it to the pedestal in that level, and you'll get a super secret hint for that particular level.

_ The blue guards in the game won't shoot at you if you're in the air, so while approaching them, try and jump and remain in the air.

_ The spinning turret guns that shoot at you can only be destroyed with one of the really powerful weapons. They can only be temporarily disabled with your default weapon. Duke's ship can also destroy these turret guns.

_ The napalm bombs will destroy anything within their range of explosion, including the coke cans. If you have a coke can lying near a bomb, you had better get the coke can, or you'll lose it!

_ In some levels, there is a force field that you can't get through without finding the cloaking device. There is a graphical representation of what these objects look like inside the online help within the game.

_ Conserve your weapon energy if you are near the end of a level. You will carry over your weapons into the next level. This is especially useful if going up against a boss creature.

_ Whenever you start a level, you start it with full health, irregardless of how much health you had at the end of the previous level.

SECRET CHEAT KEYS

There are two secret cheat key combinations in Duke Nukem II. Both of them may be used as many times as you wish. [E] [A] [T] - Gives you full health, but it also resets your score to zero. [N] [U] [K] - Gives you a random weapon, and also gives you all the inventory that you need to finish the particular level you are on.

Please note that these only work in the commercial version of Duke Nukem II. These codes do nothing in the shareware version of the game.

ADDITIONAL HINTS & TECHNICAL SUPPORT

As a registered user of Duke Nukem II, you are welcome to contact our Technical Support and Hints Department for any assistance required. Technical support and hints may be received by phoning (214) 278-5655, Monday through Friday, between 8:00 a.m. and 6:00 pm Central Standard Time or writing to Apogee Software at P.O. Box 496389, Garland, TX 75049-6389.

To assist us in providing you with faster service, please be at your computer system when calling. Written inquiries should include your order number, system type and accessories, and any 'terminate and stay resident' (TSR) programs you happen to be running.

Please do not call the 800 line for technical support or game hints as this information will not be given there.

Furthermore, there is a file that was included with your Duke Nukem II game disks that contains some basic technical support. This file is DN2-HELP.EXE. If you are having difficulty executing Duke Nukem II once it has been installed, you might wish to consult this file before calling Apogee. This file contains solutions to some of the most common problems that our customers encounter when executing our programs.

PLEASE DON'T PIRATE THIS SOFTWARE

The program you're using was produced through the efforts of many people. It was created by talented artists, designers, programmers, and musicians. Everyone along the line, from the programmer to the distributor who sold you the program relies on sales of the program for their living. This game is protected by federal and international copyright.

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THANKS FROM APOGEE

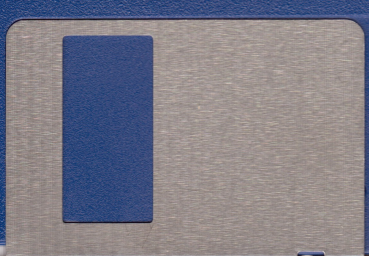
A sincere thanks for purchasing this software package. Much time, effort, and expense goes into the development of our software, and your support helps ensure that we will be able to continue bringing you high quality, enjoyable software. Enjoy the game!

DUKE NUKEM II VOL 1-4
REGISTERED VERSION
DISK 1
Distributed by BUDGETWARE

Type INSTALL for installation

DUKE NUKEM II VOL 1-4
REGISTERED VERSION
DISK 2
Distributed by BUDGETWARE

Type INSTALL for installation



DUKE NUKEM II VOL 1 - 4
REGISTERED VERSION
DISK 3
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INCLUDES FREE BONUS GAME

Type FREEGAME for installation